ROHIT SASI

Kannur, Kerala

📞 +91 7012424329 ✉ rohitsasi720@gmail.com 🔗 linkedin.com/in/rohit-sasi

Education

TKM College of Engineering, Kollam   **July 2018 - August 2022**
Bachelor of Technology in Electrical and Electronics (CGPA of 7.50)   *Kerala, India*

Kendriya Vidyalaya, Ezhimala   **March 2016 - April 2017**
Class XII - PCM with Computer Science (85%)   *Kerala, India*

Open Source Contribution

Sprig - Call 911 | *A JavaScript based game for a gaming console*
- Designed and **developed** a **tile-based game** using **JavaScript** game editor for Sprig gaming console.
- The game consisted of **10 levels**, with difficulty increasing monotonically after each level.
- **10 Graphics** and **2 audio effects** were implemented using bitmap functions.
- Added **2 game features** like portal shifting and refilling which **increased** the gamer's **retention time**.

Experience

Cisco | Thingqbator - Eartham   **June 2021 – August 2021**
Product Management Intern   *India*
- Closely **worked** with **senior product managers** and **led** a team of **3 web development**, **2 designing** and **2 content writing interns** by clearly communicating vision and accommodating feedback
- **Identified** customer **issues** through **data analytics**, **customer research**, and customer **insights**, also **tracked** customer **behavior patterns** by click-through rates.
- Prioritized current **features** on the **roadmap** and any new features that come along the way, also assisted the operations team with inventory and vendor management.

Projects

Object Detection in poor visibility conditions | *Python,Pytorch,Google-Collab,YOLO,MS-COCO* |
- **Build** a **compact neural network model** for **dehazing** poor visibility images into an improved clear image using **FFA-NET**
- **Designed** and **detected** real-life objects (**80 classes**) from the improved dehazed image using **YOLOv5**.
- Tested and got an **inference time** of **300ms** for the model.

Tip Calculator App | *Kotlin, Android Studio* |
- Designed and **developed** a tip calculator app using **Kotlin** to calculate the tip of the service received.
- Tip is calculated based on any of the **3** types of **services** received.
- An **option** to **round off** the tip to the nearest integer value is also provided.

Technical Skills

Languages: C++, C, Python, JavaScript, HTML, Kotlin, SQL, YAML
Technologies/Frameworks/Libraries: Pytorch, Pandas, Numpy, AWS, Bootstrap
Tools: Git, Github Actions, Docker, Terraform, Firebase, Slack, Android Studio

Extra Curricular

Hestia '22 | *Sponsorship Co-Head* | Annual Techno Cultural Fest
- **Coordinated** and **conducted South India**'s **biggest** techno-cultural fest of the year.
- **Raised** a total **amount** that was **166%** **more** than the **prior** fest budget.
- **Supervised** a **team** of **85** members that **handled** all the event's **financial** matters.
- **Acquired** new, trustworthy **sponsors** and **scheduling meetings** with them to discuss the **proposals**.

How to submit a bug

How to submit a bug

To submit a bug you need to give us information on what the bug is and how it happens. You have to write a command that is formatted correctly for the bot. This command is made up of different sections. The sections are listed below with a short explanation of what each section is:

Title

A short description of the bug in one sentence.

Reproduction Steps

Step by step how to make the bug happen

Expected Result

What should happen

Actual Result

What actually happens

Client settings

The discord build, host, and version you are using

System settings

Operating system, for a phone the device + os version, for a pc the os version
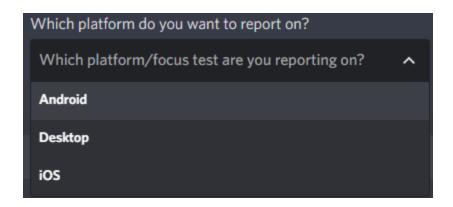
To indicate which section you are giving information to, you will see a prompt to enter details with the /submit command. To move between the prompts, you can click on each value to enter your submission. Below are the expected items you will need!

- Title

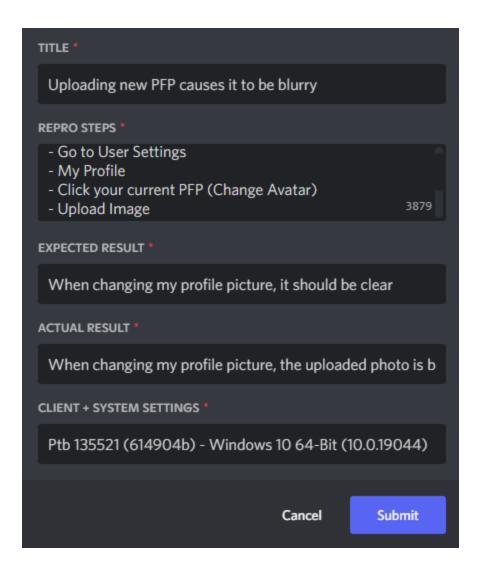- Reproduction Steps

- Expected Result

- Actual Result:

- Client settings:

- System settings:

Note: on iOS -- will automatically convert —, which is unsupported.

To start making your report, you'll need to type in the command **/submit** in the text box and select from the drop-down menu which platform you are submitting a report for (as shown below:)

After you select the platform you want to submit for, a new modal window will pop up to submit the details of your report.
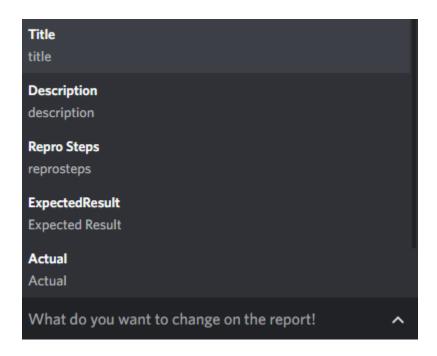
Once here, all you need to do is input the correct information in each box and hit submit!

Editing a bug

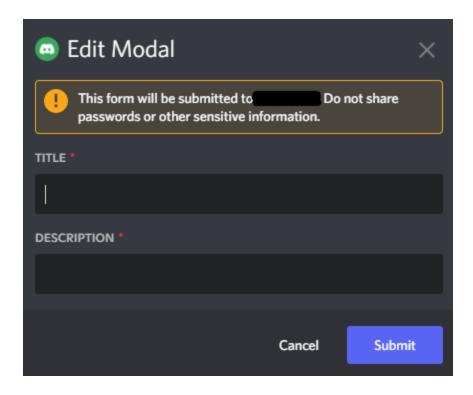*The edit command can be used in the report channels or as a direct message to DBug.*

If you notice you have made an error in your bug submission you can edit it. You will need the bug submission ID for it. This ID can be found at the bottom left of the embed in the approval queue.

The edit command is similar to the submit command. You start with /edit, then specify the section of the report that you want to edit. Each of these sections is the same as the submit command. You can update one or more sections if needed in the edit command by selecting whichever sections you want to edit. When you've chosen a section to edit a blue checkmark will appear next to the section indicating it's a detail you want to edit.

When you've chosen the sections you want to edit, make sure to left-click out of that window so Dbug can pull up the sections to edit in a new window.

Once you're done editing, just hit submit and you are good to go!